



OPENING	TICK IF ARTIFICIAL	MIN NO CARDS	NEG DBL THROUGH				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		2+	4♦	11+ 2+♣'s may contain 5♦ if 5332	Transfer Responses (Note 1) 2♣ = 10+ 5+♣, 2♦ = 9-11 6+♦, 2M = 4-8 6+M, 2NT = relay 3♣, 3♣ = 6-9 5+♣	Bid stops up over inverted minor	Jump shifts are fit jumps
1♦		4+	4♦	11+ 4+♦'s unbalanced 5+♦ unless 4441	2♦ = 10+ 4+♦, 3♣ = 10/11 6 card suit 2M = 4-8 6+M, 2NT = relay to 3♣, 3♦ = 6-9 4+♦	Bid stops up over inverted minor	Jump shifts are fit jumps
1♥		5+	4♦	5+♥'s 11+	1NT = 6-11 SF, 2NT = Stenberg (Note 3) 3♣ = 7-10 4♥, 3♦ = 7-10 6+♦, 2♠ = 4-8 6+♠		Jump Shifts are fit jumps
1♠		5+	4♦	5+♠'s 11+	1NT – 6-11 SF, 2NT = Stenberg (Note 3) 3♣ = 7-10 4♠, 3♦/♥ = 7-10 6+♦/♥, 1♠ - 4♥ = splinter		Jump shifts are fit jumps
INT		bal	4♦	14-16 balanced	2♣ = INV+ Enquiry, 2♦/2♥ = transfers, 2♠ = ♣ or INV balanced, 2NT = ♦ or both m, 4♦/4♥ = transfer	Break Major transfer = super accept Break minor transfer = like suit	
2♣	✓			23+	2♦ = relay, Any other bid natural GF	2NT rebid = Good 22-24 Bal Suit natural F	3♣ = Puppet Stayman (Note 10) 3♦/♥ = transfer 3♠ = Relay 3NT
2♦	✓			1 <sup>st</sup> /2 <sup>nd</sup> = weak only multi(Note 2) 3 <sup>rd</sup> /4 <sup>th</sup> = weak 2 in ♦s	2NT art enquiry. New suit forcing, double Jump Splinter 4♣ = Trump Ask (3/4 <sup>th</sup> ) 4NT = RKC		
2♥		5(6+)		1 <sup>st</sup> /2 <sup>nd</sup> = good weak 2(8-10) 3 <sup>rd</sup> /4 <sup>th</sup> = weak 2 in ♥s	2NT art enquiry. New suit forcing, double Jump Splinter 4♣ = Trump Ask 4NT = RKC		
2♠		5(6+)		1 <sup>st</sup> /2 <sup>nd</sup> = good weak 2(8-10) 3 <sup>rd</sup> /4 <sup>th</sup> = weak 2 in ♠s	2NT art enquiry. New suit forcing, double Jump Splinter 4♣ = Trump Ask 4NT = RKC		
2NT		bal		20-22	3♣ = Puppet (Note 10), 3♦/3♥ = transfers 3♠ = Relay to 3NT, 3NT to play		
3♣		6(7+)		6+♣'s 5-10	3♦ = Trump Ask, 3x = Natural 1RF, 3NT to play		
3♦		6(7+)		6+♦'s 5-10	3x natural 1RF, 3NT to play, 4♣ = Trump Ask		
3♥		6(7+)		6+♥'s 5-10	3♠ natural 1RF, 3NT to play, 4♣ = Trump Ask 4NT = RKC (1430)		
3♠		6(7+)		6+♠'s 5-10	3NT to play, 4♣ = Trump Ask, 4NT = RKC (1430) 4♥ = Natural		
3NT	✓	7+		Long solid minor no outside stop	4♣ = pass or correct. 4♦ = ask for singleton. 5♣ = pass or correct. 6♣ = pass or correct		
4♣/4♦ 4♥/4♠		7(8+)		7+ suit 5-12		<b>High Level Bidding</b>	
						Fit Jumps	
5♣/5♦		8(9+)		8+ suit 7-12		Forcing Pass in GF auctions DOPI DEPO ROPI	

## SUPPLEMENTARY NOTES

### Note 1: Transfers over 1♣

1♣ (2+ may contain 5♦ if 5332)

1♦ = 4+♥ (same as 1♥ response)

1♥ = 2/3♥ 11-13 balanced or 1345 11-13

1NT = 17-19 balanced

2♥ = 4♥ 11-15

2NT = 16+ any of the following;

1. 16+ Long ♣ better than 3♣
2. 6+♣ 3♥
3. 5♣ 4♥

All other bids are natural denying 4♥

1♥ = 4+♠ (same as 1♠ response)

Responses same as above

1♠ = No 4CM 5-11

1NT=11-13 balanced but may also be 4414 not able to reverse

2♣ = 5+♣ unbalanced

2♦ = 17-19 balanced or a ♦ reverse

2♥ = Natural reverse

2♠ = Natural reverse

2NT = GF, Long ♣

3♣ = 6+♣ 16-18 NF

1NT = GF with 5+♦ or bal GF without 5♣

2♣ = 6+♣ 11-14

2M = 5+♦ 4M unbalanced GF

2♦ = 4+♦ 11-14

2M = 5+♣ 4+M not necessarily extras

2NT = 11-13/17-19 bal

3♣ = 6+♣ 15+

3♦ = 4+♦ 15+

3M = Splinter 4+♦ not necessarily extras

After 1X response and opener rebids 1X+1 (11-13 Bal) then 2♣ by responder is two-way checkback style (invitational or sign off in ♦) and 2♦ is GF checkback

Same with 1NT Rebid (17-19) 2♣ is invitational or sign off in ♦ and 2♦ is GF checkback

Transfers continue over low level interference(X, 1♦, 1♥)

## Note 2: Multi

2♦ opening 1st or 2<sup>nd</sup> seat is a bad weak 2 in ♥ or ♠ with roughly 5-7 points, it may be a 5 card suit

2M is now a good weak 2 showing roughly 8-10 points

Responses:

2♥ = P/C

2♠ = P/C

2NT = Artificial Enquiry

3♣ = 5 card min

3♦ = 5 card max

3♥ = 6 card min

3♠ = 6 card max

3m = Nat F

3M = P/C

4♣ = Transfer to your major

4♦ = Bid your major

4M = Nat to play

## Note 2: Stenberg

1M-2NT = Invitational with 3+M or GF with 4+M (**on over double and competition**)

3♣ Min 11-14

3♦ Further shortage ask

3♦ Max 15+ no shortage: asking for responder's shortage

3♥ short ♣ 15+

3♠ short ♦ 15+

3NT short other major 15+

4♣/4♦ void min or max

4♥ void OM min

4♠ void OM max

### Note 3: Gazzilli

On the following sequences 1♥ - 1♠, 1♥/1♠ - 1NT a rebid of 2♣ by opener is ART F

Responder bids:

2♦ is GF 8+

2♥ = 5♠ 4♥ 16+ GF

2M = 5M 4+♣ 11-14 NF

2NT = Natural 17-19 GF (direct 2NT = any 64 14-16)

3♣ = 5M 4+♣ 16+ GF

3♦ = 5M 4+♦ 16+ GF

3M = 6+M 16+ GF

3♥ = 5♠ 5♥ 16+ GF

3NT = Solid 6+M 16+GF

4x = 6+M 4+x 16+GF

2M = weak preference 5-7

2♠/2NT = 3 suited hand (short in opener's major) 5-7

3♣/♦ = Natural 6+ suit 5-7

1♥ - 1♠; 2♣ - 2♠ = 5/6♠ 5-7 < 2♥

Over 1♦-1M 1NT 16+ and 2♣ by responder 8+ with similar responses

### Note 4: Transfer Lebensohl(FANS)

Transfer lebensohl(FANS) over 1NT interference but ordinary lebensohl(FANS) over weak 2 double and reverse.

1NT - 2♠

X = t/o 6+ pts

2NT = Relay to 3♣

2NT-3♣:

PASS/3♦/3♥ = to play sign-off

3♠ = Stayman and ♠ stopper

3NT = Spade stopper

3♣/3♦/3♠ = INV+ transfers showing 9+ pts

3♥ = Transfer cue bid is GF Stayman without ♠ stop

3NT = Denies a ♠ stop

## Note 5: Meckwell Escape

1NT X (penalty)

Rdbl = Natural, penalty orientated

Pass = Puppet to 2♣, either a minor one-suiter or both major suits

Pass = ♣ suit, usually 5 cards

2♦ = ♦ suit, usually 5 cards

2♥ = 4+/4+ cards in both major suits

Opener may Pass or Correct to ♠

2♠ = 6+♠ constructive

2♣ = 4+ ♣ and 4+ higher suit

2♦ = P/C.

2♥ = 4+ ♥ and 4+ higher suit

2♥ = P/C

2M = Natural, sign-off

## Note 6: Minorwood

In GF auctions when a m is agreed

4♣ = Keycard in ♣

4♦ = 1 or 4 Keycards

4♥ = 3 or 0 Keycards

4♠ = 2 Keycards without the ♣ Queen

4NT = 2 Keycards with the ♣ Queen

5♦ = Specific king ask

4♦ = Keycard in ♦

4♥ = 1 or 4 Keycards

4♠ = 3 or 0 Keycards

4NT = 2 Keycards without the ♦ Queen

5♣ = 2 Keycards with the ♦ Queen

5♥ = Specific king ask

## Note 7: Transfers over 1Mx

1♥ X

XX = 10+ No support

1♠ = 4+♠ 6+ 1F

1NT = 6+♣ 5-9

2♣ = 6+♦ 5-9

2♦ = Constructive Raise (7-10(bad)) 3/4♥

2♥ = Bad Raise (3-6) 3/4♥

2NT = Stenberg

3♣/3♦ = Fit Jumps

3♥ = 5-9(bad) 4♥ Distributional

1♠ X

XX = 10+ No support

1NT = 6+♣ 5-9

2♣ = 6+♦ 5-9

2♦ = 6+♥ 5-9

2♥ = Constructive Raise (7-10(bad)) 3/4♠

2♠ = Bad Raise (3-6) 3/4♠

2NT = Stenberg

3♣/3♦/3♥ = Fit Jumps

3♠ = 5-9(bad) 4♠ Distributional

## Note 8: Leaping & Non-Leaping Michaels

Over 2♥/2♠(weak 2):

4♣ = ♣ + OM 17+ NF

4♦ = ♦ + OM 17+ NF

Over 2♦ (weak 2) 4♣ = ♣ + M & 3♣ 4♦ = ♦ + M

Over 3♥/3♠:

4♣ = ♣ + OM 17+ NF

4♦ = ♦ + OM 17+ NF

## Note 9: Puppet Stayman

2♣-2♦-2NT-3♣/2NT-3♣:

3♦ = No 5CM

3♥ = 4♠

3♠ = 4♥

4♣ = Both M slam try

4♦ = Both M no slam interest

3♥ = 5♥

3♠ = 5♠

3NT = No 4 or 5CM

### **Note 10 Support DbI/Redouble:**

When opponents interfere below 2 of our M and after 1X(opener) - 1M(responder)

X = 3 of our M 11+

2M = 4 of our M 11-14

Support redoubles applicable after the opponent has X after 1X(opener) - 1M(responder)

XX = 3 of our M 11+

2M = 4 of our M 11-14